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Hello



Pocahontas lived the ultimate life of **adventure**, so of course everybody at **D.A.** was totally **psyched** that her story was being made into a movie! We headed right over to the Disney **animation building** and talked to all the people who brought



Pocahontas to life. Then we got **the scoop** on how Pocahontas' tribe really lived—and what

happened to her and John Smith after the movie ends. This **special collector's issue** will tell you all that and more. So turn the page and...

Adventure

Phyllis

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POCAHONTAS

Special Issue

1995



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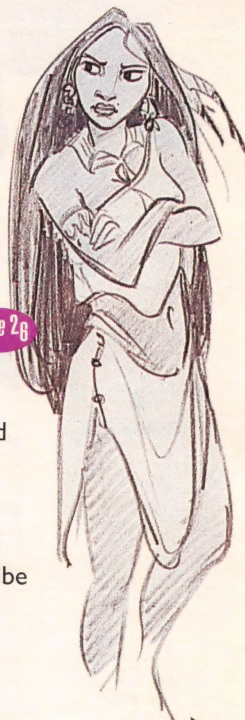
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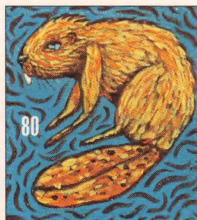


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1995

Disney Adventures

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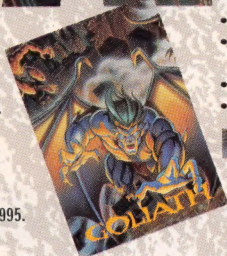
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Sundown approaches. It is time. A web of cracks stitch across the stone surface of a leering statue. The stone powders and explodes. From the debris emerge *Gargoyles*. Stone by day, fearsome flesh and blood creatures by night—these winged warriors battle modern day barbarians.

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Meet

the Cast

By Heidi MacDonald

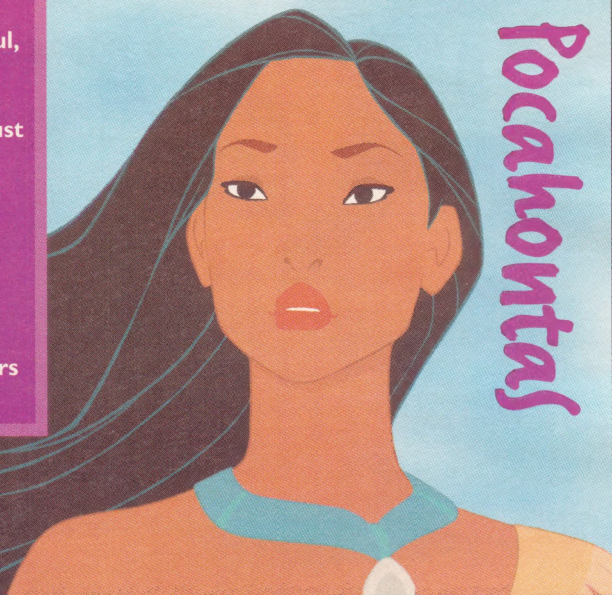


Who's **Who** in
Pocahontas

(Speaking voice: Irene Bedard • Singing voice: Judy Kuhn)

Daughter of Chief Powhatan. Beautiful, courageous and mischievous, she wonders what's "Just Around the River Bend." It turns out to be John Smith, and after meeting him, she realizes that it's up to her to bring peace between the settlers and her tribe.

Pocahontas



Captain
John
Smith

(Voice: Mel Gibson)

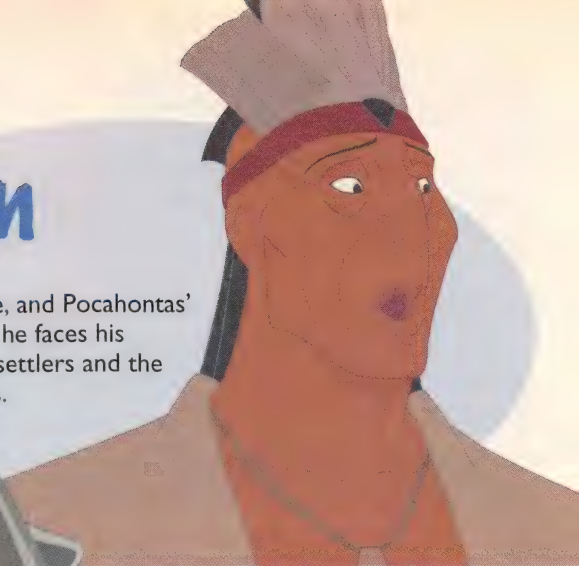
A brave English explorer and adventurer who has traveled all over the world. He comes to America looking for gold and adventure, but with Pocahontas' help, he finds a whole new way of looking at life.



Chief Powhatan

(Voice: Russell Means)

Leader of the Powhatan tribe, and Pocahontas' father. A wise and just ruler, he faces his greatest challenge when the settlers and the American Indians cross paths.



Meeko

A rascally raccoon who is Pocahontas' constant companion. He takes it upon himself to teach Percy a lesson or two.

(Voice: David Ogden Stiers)
Leader of the Jamestown expedition. Ratcliffe's only interested in money, so he ignores the land's beauty and places the colonists' lives in danger.





Flit

A feisty hummingbird who thinks of himself as Pocahontas' protector, despite his tiny size.




Percy

Ratcliffe's stuck-up and pampered pet pug dog.

(Voice: Linda Hunt) A 400-year-old mystical spirit who is Pocahontas' confidante and adviser.



Grandmother Willow



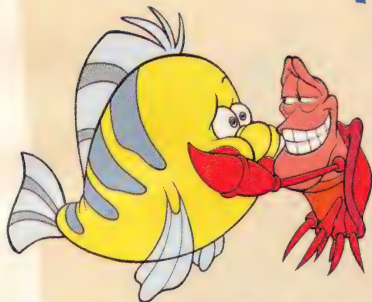
Thomas

(Voice: Christian Bale) A young English settler who is devoted to John Smith. He gets caught up in the struggle between the Indians and the Englishmen.

Best Supporting

Sidekicks

When they need a laugh or some help, Disney heroes have always turned to their animal sidekicks. Here's a gallery of some of the most memorable.



Flounder and Sebastian kept Ariel company even when she was disobeying her dad.



They're the latest in animal sidekicks: Flit the hummingbird and Meeko the raccoon see Pocahontas through thick and thin.



Streetwise Jiminy Cricket was the first little guy to outshine a star. His motto, "Let your conscience be your guide," helped Pinocchio become a real boy.



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Private Screening

Here's a peek at some of the most dramatic scenes in Pocahontas, taken from actual frames from the film.



What's just around the river bend? Pocahontas is about to find out.



A Powhatan Indian signals the return of the chief and his warriors.



A stranger appears—and Pocahontas secretly watches.



John Ratcliffe has many moods—all of them bad.



Moments from death, John Smith shows no fear.





FRENCH TOAST PROFILE

NAME: Angelica Levy

AGE: 6

HOMETOWN: Queens, New York

FAVORITE SPORT: Doing cartwheels in the living room.

BIGGEST WISH: To turn my brother into a frog.

FAVORITE ACTIVITY: Playing with my Barbie Dream Boat.

HOBBY: Expanding my Barbie doll wardrobe.

LATEST ACHIEVEMENT: Convinced my mom to let me paint my fingernails.

GOAL IN LIFE: To be an Entertainment Director on a cruise ship.

CLOTHES: French Toast.

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Telephone Age

Date of Birth Sex Size

Date of Entry Height Weight

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**FRENCH
TOAST**



VOICES in the Wind

Meet the voice-over
actors of *Pocahontas*



BY Kim Lockhart
AND Liz Smith

The makers of *Pocahontas* are good at keeping secrets. In fact, when we spoke to the actors who provided the voices, they had only seen rough sketches of their characters. They recorded in private studios, without ever seeing one another. They won't even see the final version of the movie until the rest of us do.

But actors aren't as secretive as animators. We were dying to know what lies "just around the river bend." The voices couldn't keep quiet any longer, and neither could we.



Pocahontas

I R E N E B E D A R D

Pocahontas is a young American Indian maiden who meets a British settler named John Smith. Despite their differences, they forge a friendship, which ultimately is tested by a clash of the two cultures.

D.A.: Did you do anything special at the audition?

I.B.: No, I just read the lines. But on the way there, my hat flew off my head, landed on a train track and got run over by a train! My husband got it for me, and even though it was a little bent, I wore it to the audition.

D.A.: Did you help out with the dialogue to make it true to the American Indian culture?

I.B.: Yes, we worked a lot on that, or on how some things could be said better. For example, one line was, "Thank you very much." But it's much more Native American to say, "I'm honored by this."

D.A.: Do you look like Pocahontas?

I.B.: I think so. A lot of my expressions are there. I wish I looked like her when I was 17!

D.A.: Are you excited to be following in the footsteps of Ariel, Belle and Jasmine?

I.B.: Whew! Yes! I was so into the work, but one day it sort of hit me. Someone said to me, "It's a Disney movie. Your children and grandchildren will see this." Oh, wow! I can't believe it!



SINGING VOICE OF

Pocahontas

J U D Y K U H N

D.A.: What did you think about when you were recording?

J.K.: I had to use my imagination. I also looked at storyboards and thought about the images people were going to see on-screen.

D.A.: What was the best part of recording?

J.K.: One of the biggest thrills was singing with a 90-piece orchestra. You never get to sing with an orchestra that big in the theater.

D.A.: Which song do you like best?

J.K.: I guess "Colors of the Wind." It's pretty tough to pick a favorite because I love them all so much.

D.A.: Are you like Pocahontas?

J.K.: It would be nice to think I'm like her. She's an incredible young woman, dignified and brave.



Thomas

CHRISTIAN BALE

Thomas, a young working-class English settler, is John Smith's close friend.

D.A.: How did you get the role of Thomas?

C.B.: I had to audition for it. When I first started, the directors played

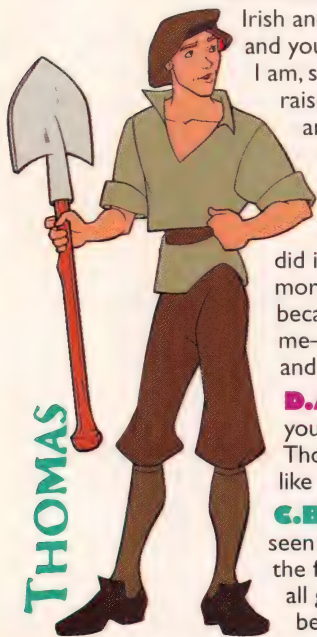
with Thomas being Irish and Scottish and younger than I am, so I had to

raise my voice and do different accents. But the more we

did it, the more he became like me—older and English.

D.A.: Do you think Thomas looks like you?

C.B.: I haven't seen much of the film, so it's all going to be a big



surprise. I've been told he looks a little like me. They had an artist sketching me while I was recording, and a camera was rolling to capture my mouth movements.

D.A.: Would you like to be an explorer, like Thomas?

C.B.: Oh, yeah, I think everybody dreams of going off to places they've never been. I went to Africa two years ago and was there for a month or so. I got quite a taste for it. I would like to go back sometime and see more of it.



Ben

BILLY CONNOLLY

Ben is a Jamestown settler; he and his buddy Lon provide comic relief.

D.A.: Now, you're Scottish in real life, but you play an English settler. What kind of accent did you use?

B.C.: I did the movie in my Scottish accent. I tried him as a Londoner, but it hurt my throat, so much so that eventually I couldn't speak. As Ben the sailor, I shout all the time anyway—at sea or in battle.

D.A.: Is this your first time recording a voice?

B.C.: Yes. I'm a comedian, but I've never done anything like this before.

D.A.: What was the hardest thing



BEN

about this job?

B.C.: It was the embarrassment of standing all alone with a microphone in a huge barn, with people looking at me

through glass windows.

There I was, by myself, yelling my lines, singing, "Heave to, my hearties!" I thought, "I'm a loony, a nutcase."

D.A.: Any exciting things happen while working on *Pocahontas*?

B.C.: I met Mel Gibson. He was in the studio and heard my voice, so he hired me to do a voice-over for a part in his movie *Braveheart*. I do the voice of King Robert of Scotland. "See, Mom, I told you I'd be king someday!" It was not lacking in grooviness!



Lon

JOE BAKER

Lon is another Jamestown settler, the other half of the comic duo of Ben and Lon.

D.A.: Describe Lon.

J.B.: Lon is a big, lovable, cowardly oaf who tries to be a hero. He's much

older than me. He tries to be a tough guy, but he's really a softy.

D.A.: Have you had any other voice parts?

J.B.: I did the voice of Hula Hula, the little fat Hawaiian man who's Plastic Man's sidekick in "Plastic Man." I was also Ben the gardener in the animated "The Secret Garden." And in *Dumb and Dumber*, when Harry and Lloyd check into the presidential suite, I'm the hotel bell captain.



D.A.: Since you and Billy Connolly [Ben] have so many scenes together, did you record at the same time?

J.B.: No! The Disney people said, "You're doing a good job on *Pocahontas*. How wonderfully you and Billy work together." We worked well together—and we've never met! Ah, the miracle of Hollywood.

D.A.: Lon gets into a bit of trouble in *Pocahontas*. Are you mischievous?

J.B.: Yes. I did a lot of practical jokes in England, when I was doing vaudeville years and years ago. One time, when a singing group was onstage, a friend and I completely emptied out their dressing room, and hid all their stuff!

D.A.: Have you seen the movie? Is it good?

J.B.: Haven't seen it. It better be good, or I'll have to turn the *Mayflower* around and go home!

D.A.: Well, good luck, Joe. And thanks for talking with us!

J.B.: Thank you,luv.

Lon



Captain John Smith

MEL GIBSON

He's the English adventurer, hungry to explore the new land until he meets Pocahontas and learns about a different way of life.

D.A.: Would you want to trade places with John Smith?

M.G.: No. Oddly, I like this century. Also, in real life he wasn't a particularly nice fellow; he was a bit of a rotter.

D.A.: Do you think he looks like you?

M.G.: No. He's quite statuesque.

D.A.: Now that you've played the part of a blond, do you think blonds have more fun?

M.G.: Well, they have more hair! (big laugh)

D.A.: Have you ever been an explorer like John Smith?

M.G.: Hey, one time, when I was in Thailand, I took a motorcycle and rode out of Thailand and into Burma. That was kind of a scary thing to do because there was a war or something going on over there. I didn't know I was in Burma until someone told me, and then I got out of there real fast.

D.A.: How do you think Captain John Smith would do in the *Lethal Weapon* movies?

M.G.: Uh, his trousers are too tight, and he sings.... He'd



JOHN SMITH

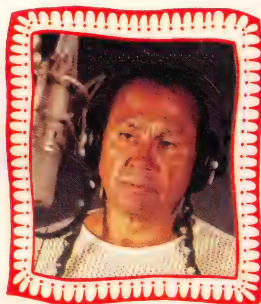
probably get arrested.

D.A.: How did you like doing the singing part?

M.G.: It was fun.

D.A.: So can we expect a Mel album soon?

M.G.: I doubt it. My album would be called *Songs from the Shower*, or *My Day in the Shower*. Wait till you see the video! (big laugh)



Chief Powhatan

RUSSELL MEANS

Pocahontas' father is the mighty leader of the Powhatan tribe.

D.A.: How did you get the part of Chief Powhatan?

R.M.: I went to see *Aladdin* just prior to auditioning. Robin Williams' character [the Genie] really struck me. So when I got this script, I read it three times—and for the life of me, I couldn't see where I could be a comedic character. I had absolutely no idea how to approach the character, so I decided to play it straight and approach Powhatan as I look at my own ancestors and...*voila!* I was chosen for the role. But Robin Williams almost ruined it for me.

D.A.: Did you do anything special

to prepare for your role?

R.M.: No, I know my culture and my history well, and I know Powhatan. I knew he had to be a great statesman, a great individual and a larger-than-life human being. But I also wanted to play the father of Pocahontas and show that this great man is also capable of tenderness and compassion. I have four daughters of my own, and I hope they see me somewhat like I saw Powhatan in his relationship with Pocahontas.

D.A.: How are you different from Powhatan?

R.M.: I like to joke around, I like to have fun, and in this movie they didn't have Powhatan joking around.

D.A.: Does *Pocahontas* accurately portray American Indian history?

R.M.: This film is the finest feature film ever done about American Indians in the history of Hollywood. It's so revolutionary, it *shocked* me when they showed it to me. The first thing that *shocked* me was the truth. The Eurocentric males are admitting why they came here—to kill Indians and to rob and pillage. That's never before been done. This is also the first time, other than on "Northern

Exposure," that a human face has been put on an Indian female. Here's this young woman who is wiser than her father or any man in the village, and she causes peace to reign. It's beautiful.



CHIEF POWHATAN

The Making of POCAHONTAS

It started with just a title, a drawing and an idea. Four years later, Disney is bringing *Pocahontas*, a story inspired by the legend of an American Indian **maiden** and an English **explorer**, to the screen.

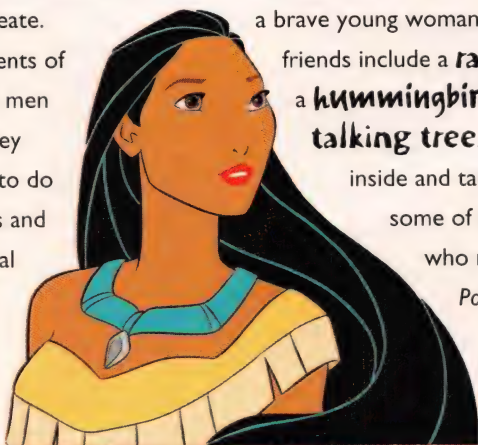
But an animated scene that takes only a few moments to make you laugh or cry can take weeks, months or even years to create.

And it takes the talents of **more than 600** men and women in Disney Feature Animation to do it. Since Pocahontas and John Smith were real people, the moviemakers

faced **all-new challenges** in animating their story.

To get the **behind-the-scenes scoop**, D.A. trekked off to Disney Feature Animation in Glendale, California. On the outside, the office looks like a warehouse (probably because that's what it used to be), but inside, people bring to life singing meerkats, big blue genies and now a brave young woman whose

friends include a **raccoon**, a **hummingbird** and a **talking tree**. We went inside and talked to some of the people who made *Pocahontas*.



By Heidi MacDonald



he **producer** brings together the movie's team—writers, directors, voice actors, animators, composers—and makes

sure that everything connected with the movie, from posters to comics, has the right look. The first time we saw *Pocahontas* producer James Pentecost, he was in Glendale, running off to look at an animation test.

Later, we caught him at a press conference in New York City's Central Park. Then we spotted him in a recording studio in New York listening

to a symphony orchestra record the opening music for the film. Finally,

we got him to sit down for a few moments back at his office in Glendale.

One of the biggest challenges for the entire *Pocahontas* team was the fact that the story is based on fact and legend.

Because the story takes place at a real location, Jim sent members of the creative team to Jamestown, Virginia, to find inspiration and get the look right.

Jim also set up meetings with American Indian advisers, which were important since the written records of what happened were

from the English point of view.

Still, not everything in the movie really happened, Jim reminds us. After all, one of the characters is Grandmother

Willow, a talking tree. "This is not the real John Smith, or the

real Pocahontas or the real Ratcliffe. For me, the most important thing is that the film delivers

a message about two people from differing cultures learning to understand each other."



Still, not everything in the movie really happened, Jim reminds us.

JAMES PENTECOST





Co-director Mike Gabriel is the one who came up with the idea for the movie. In early 1991, Mike was trying to think of a

western romance to bring to the

screen. "There weren't too many! Finally Pocahontas popped into my head. The idea

was: 'A beautiful Indian princess falls in love with a European settler and is torn between her father's wishes to destroy the settlers and her own wishes to help them.' It was the story of a girl with a problem."

That basic idea has stayed the same, although some of the details haven't. Originally, all the animals were supposed to talk, and Pocahontas' main companion was a turkey

named Redfeather. But Redfeather turned out to be a real turkey,

so Meeko the raccoon, who had been a secondary character, was elevated to top sidekick.

Governor Ratcliffe's stuck-up pet, Percy, was based on history: The royalty of the time often carried small

pug dogs wherever they went. And the inspiration for Flit the hummingbird

came from close to home: "I have hummingbirds all over my backyard," Mike explains. "I thought, 'That's a great animal to animate.'"

He's the one who came up with the idea for the movie.



Original concept art by Mike Gabriel.



As an animator, Eric Goldberg is best known for his work on the Genie from *Aladdin*. "Going from the Genie to a real-life character like Pocahontas was a huge adjustment for me to make," he says. "No big blue guys! No exploding heads! I still had Genie on the brain for the first several months."

When he did get into the right mood for Pocahontas, she turned out to be

a great character to work on. "She's mischievous, which is fun, and she's a risk taker. That's one reason she's drawn to John Smith, who's also a risk taker. Sometimes it gets her in trouble, but ultimately, it leads the way to making peace between the settlers and the Indians."

Although known as an animator, Eric's job on the film was co-director (with Mike Gabriel).

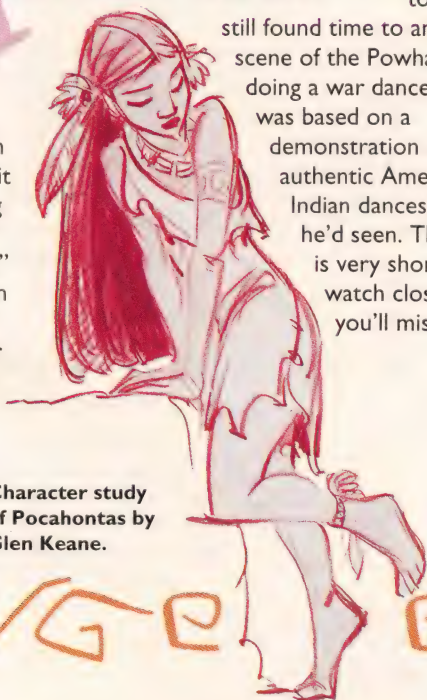


It was the first time he'd directed

a film as long as *Pocahontas*. But despite everything else he had to do, Eric

still found time to animate a scene of the Powhatans doing a war dance, which was based on a demonstration of authentic American Indian dances that he'd seen. The scene is very short—so watch closely or you'll miss it.

"She's mischievous, which is fun, and she's a risk taker."



Character study of Pocahontas by Glen Keane.

ERIC GOLDBERG



len Keane gets to do all the fun stuff. A **supervising animator** on the characters Cody from *Rescuers Down Under*, Ariel, the Beast, Aladdin and now Pocahontas, he's had a major influence on five of the last six Disney movies. (In fact, Glen's got cartoons in his blood; his dad draws the comic strip *Family Circus*.)

As supervising animator, Glen had a big say in how Pocahontas looked. He started thinking about her when he was still working on *Aladdin*. He found an

engraving of the real Pocahontas from the 17th century, but she definitely didn't look like the star of a Disney movie.

So Glen took to Jamestown, where Pocahontas had really walked and lived. There he met



some American Indians who helped him find his vision of the character.

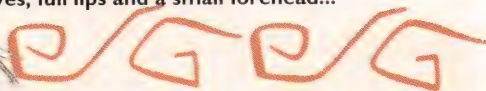
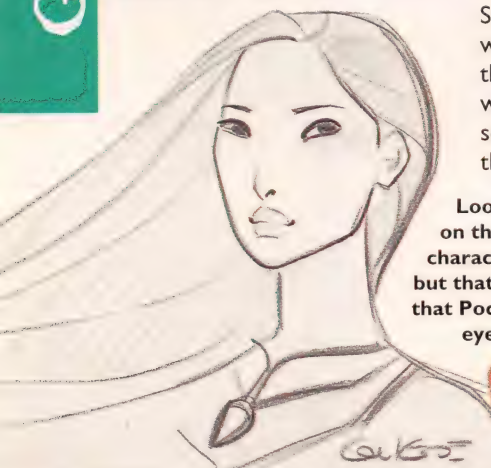
"Some of them had an incredible air of nobility and dignity. Others

impressed me with their adventurous

spirit. I realized that somewhere in between these two traits was my Pocahontas. Someone who was deeply spiritual but not afraid to break out of tradition entirely."

Glen also took time to storyboard the scene where Pocahontas and John Smith first meet. Since Glen and his wife fell in love at first sight, he liked the challenge of creating this scene. "I wanted to capture what it's like to see someone for the first time and have that moment change your life forever."

Look at the drawing of Pocahontas on this page and Ariel on the next. Both characters' faces start from an oval shape, but that's as far as the similarities go. Notice that Pocahontas has a square jaw, narrow eyes, full lips and a small forehead...





John Pomeroy's office is right next door to Glen Keane's. Being neighbors came in handy, since Glen and John, who animated

John Smith, had to work together very closely: "When Smith and Pocahontas kissed, we had to figure out who was going to do what first!" says Glen, laughing.



John and Glen also pulled some tricks on each other. John showed D.A. a stack of drawings of Pocahontas holding Smith's hand. Glen managed to sneak in one in which Pocahontas is squeezing really hard and Smith is screaming in pain—luckily John

caught it, or the finished movie might have looked a little strange.

John had a great time animating this real-life adventurer, but capturing his look was a real challenge. "The first concepts looked like a real well-

groomed adventurer. Kind of predictable. Then we started making him a

little sloppier. We tried looks where he was sloppily dressed, or where he had a couple of days' growth of beard." At first, Smith carried a lot of guns and daggers, but eventually these were cut out. "Each time the design got simpler, it got better."

John thinks that he and John Smith have even more in common than their first names. "He's a lot like me. Inside, I'm a frustrated adventurer myself. I love challenges, I love to rebel, I love to go up against the system—so he's a character who's close to home."

JOHN POMEROY

...while Ariel has wide eyes, a large forehead and thin lips. Pocahontas' mouth turns down, and Ariel's turns up.





Michael Giaimo thinks in colors. As **art director**, he supervised the look of the entire movie, from the color of Pocahontas' dress to the lines on a leaf.

A trip to Jamestown gave Michael a lot of ideas. "When I went to Virginia, two big themes struck me right away: horizontal and vertical," he says. "I saw these very, very vertical pine trees. They seemed to almost shoot up into the sky. Then I saw these great stretches of flatland that seemed to reach out into infinity."

As you watch the movie, notice how these straight lines are used: Even Pocahontas' hair has a lot of straight lines in it, and John Smith and Ratcliffe have vertical piping on their clothing.

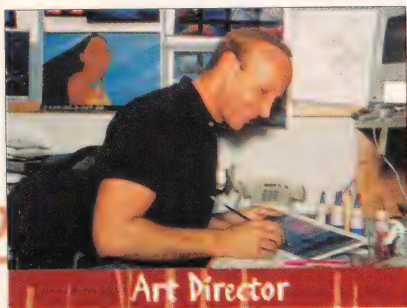
Michael also used actual American Indian designs. For example, petroglyphs (rock carvings) depicting Indian symbols for the sun and trees appear in the song

"I wanted to create an enchanted world."

"Colors of the Wind." The waterfalls fall in a sort of zigzag pattern, which is based on designs on Navajo rugs. Pocahontas' tattoo is based on a real Powhatan design, and her father's mantle is taken from a real piece of clothing that now



Michael Giaimo's early concept of Pocahontas.



hangs in the British Museum.

Unlike *The Lion King*, which had a lot of browns and greens, *Pocahontas* uses very bright, vibrant colors. "I wanted to create an enchanted world," Michael explains, so many of the colors in the movie are just a bit different from what you would expect to see.





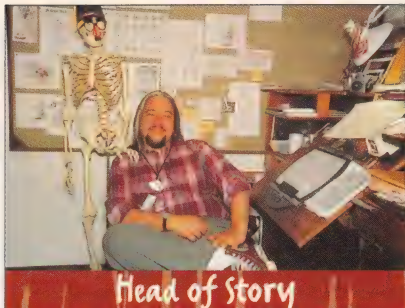
Tom Sito, **head of story** on *Pocahontas*, is the only person we know who has things in his office like a wooden leg and a skeleton.

The wooden leg was a present from one of his former animation students. He uses the skeleton to study anatomy—and to scare people.

What does the head of story do anyway? Even D.A. didn't know until we asked. Turns out, Tom was in charge of the storyboard artists who figured out exactly how the action would unfold.

Tom told us about a lot of stuff that was cut from the movie. For

instance, one sequence that was cut showed the Indians getting ready for Pocahontas and Kocoum's wedding. "We had a big number with singing and dancing and carrying people in the



Head of story

What does the head of story do anyway?

air," Tom explains. "It was really festive and fun, but it just didn't work with the flow of the story."

Originally, in the song "Mine Mine Mine," John Ratcliffe was sitting in a chair carried on the shoulders of his two manservants (who were then

known as Putney and Chutney.) "We decided it was just too complicated and kind of clumsy," Tom says.

A history buff, Tom points out some surprising facts concerning just what was and wasn't in use in 1607, when the movie takes place. "Tea wasn't introduced to England until 1661, so we're 60 years from any Englishman having a cup of tea," he says. That's right: no tea time for John Smith!

Unknown English artist's engraving of Pocahontas.



Tom Sito

THE STORY CONTINUES...

By Amy Reiter

Did Pocahontas and John Smith live happily ever after?
Did they ever meet again?

Pocahontas stands alone on a rocky cliff, watching the ship carrying wounded Captain John Smith disappear into the distance. The end. Fade out. Roll credits. And then what happened, you ask? Here's what became of the real-life captain and Pocahontas after the movie ends:

Pocahontas thought that John Smith would probably die from his wound, so she returned to live with her people. But soon the Powhatans and the Jamestown settlers started to fight again—and when Pocahontas was 17, the settlers kidnapped her and held her for ransom.

Pocahontas lived at the white settlement for more than a year. As a prisoner, she spent her time learning English and the settlers' religion, and took the Christian name Rebecca. She caught the eye of a settler named John Rolfe; they married and had a child, Thomas.

Soon after Thomas was born, the Virginia Company, the main sponsor for the Jamestown settlement, shipped Pocahontas and her family to England to show off the company's good relationship with the Indians in the New World.

In London, Pocahontas was treated as a celebrity and even met the King and Queen of England.

Although Pocahontas didn't know it, John Smith had not died. In fact, since leaving Jamestown, he had explored more of the New World, published two books, been captured by pirates, escaped, traveled to France, and returned home to England to write and to plan more adventures.

When Smith heard that Pocahontas was in England, he went to see her. Pocahontas was surprised to see him

alive and well. After thinking over all that had happened to her since Smith left Jamestown—her husband, her child, her journey—she greeted him as a dear friend.

A few months later, Pocahontas set sail for Jamestown with her family. But before the ship got far, she became very sick, was taken ashore, and died within days. Some say the chilly, polluted London air caused her death; others say it was heartbreak. Her father died one year later. Captain John Smith continued to publish and explore for the next fifteen years, but never married. Pocahontas' son, Thomas, was raised in England, but when he turned 20, he returned to Virginia—to live as a settler in his mother's native land.

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THE POWHATAN WAY

By Christine Donnelly

Talk about roughing it! Can you imagine what it would be like to make all your clothes out of leaves and animal skins? To have to hunt for every meal? (And we don't mean scavenge through the refrigerator.)

That's how the **Powhatan Indians** lived in the 1600s. To Captain John Smith and his English crew, the Powhatans—Pocahontas' tribe—must have seemed land-rich and dirt-poor. But you can't judge a tribe

by the moccasins they wear—or don't wear. At least, experienced explorers don't. So Smith and his men followed **Rule No. 1** for explorers: Learn what you can from the locals.

It's a good thing they did, too. Most of what we know about the Powhatans comes from the Englishmen who colonized Jamestown at the turn of the **17th century**. From their accounts, the Powhatans were athletic, liked to eat and sported cool haircuts and tattoos. Kinda sounds like us!



The Powhatans and the settlers traded supplies.

GIMME SHELTER

In Pocahontas' tribe, a woman's place was building the home! The one-room houses—or yi-hakan (yee-ha-con) each held six to 20 people. To build one, the tribeswomen first stuck rows of saplings in the ground. Then they bound poles across the saplings until each yi-hakan had a tunnellike shape.

To form the walls and the roof, they covered the poles with mats made of plants or—if the home owner was wealthy—broad strips of tree bark. A house covered in bark was the Powhatan equivalent of a mansion.

THE HE-MAN GAME HUNTERS

The Powhatans went all out when it came to hunting the game they loved: turkey, squirrel, snakes and deer. How far out? Well, sometimes a hunter would wear a full-length deerskin—head and all—to look like a deer and fool the herd. He'd make the deerskin "drink" from a stream or even "lick" its skin so he could move in close enough to sneak up on a buck.

But the men in the tribe weren't the only ones with hunting on the brain. Powhatan boys didn't get breakfast until they'd practiced shooting at moving targets.

YOU ALREADY SPEAK POWHATAN!

Pocahontas would be pleased to hear all the words from her native tongue that have made it into English. Check these out:

moccasin
persimmon
tomahawk

opossum
raccoon
toboggan

POWHATAN PASTIMES

Judging from the way they chilled, Powhatans just might have been the original party animals. They liked to dance, run footraces and hold wrestling and boxing matches. And they liked team sports, too. Here's a short list of the tribe's favorite ways to kick back:

Stickball. Picture street hockey, minus the in-line skates, of course. Using bent sticks, players chased a leather ball stuffed with hair. Two trees marked the goal.

Soccer. OK, maybe they didn't call it soccer, but it sure looked like today's sport. The object was to kick a ball to a goal, without fighting, tackling, pulling or tripping your opponents.

81 straws. Players guessed how many straws an opponent was holding. Sometimes the stakes got pretty high; a player could bet himself! If he lost, he became the winner's slave.



Hunters dressed as animals to trick their way into the herd.



Most villages had between two and 100 houses.

DRESSED TO IMPRESS

What can you do when you have nothing to wear but leaves and loincloths? Accessorize! The Powhatans loved to decorate themselves. Here's what it took to be a fine-lookin' Powhatan:

Tattoos. Women especially liked tattoos of animals and plants. Powhatans didn't have tattoo needles, so they poked themselves with sharply pointed bones, then applied colors to the punctures. Ouch!

A paint job. Both men and women painted their faces and shoulders almost daily. Their favorite color was red, made with a mash of plant roots and hickory nut oil. The paint wasn't just decorative. It also kept them warm in winter and cool in summer—and warded off mosquitoes.

A wild hairdo. Powhatan hairstyles were more about function than fashion. Men used sharp reeds or pieces of shell to shave the right sides of their heads; that kept their hair from getting tangled in the drawstrings of their bows when they were hunting. The left side was grown to the "proper" length of 45 inches, greased with walnut oil, and tied into a knot. The hair on the middle of the head was cropped into a "mohawk."

Young girls cropped their hair very short but left one long braid in back.

Cool earrings. Most Powhatans pierced their ears in two or three

places. But the men wore more elaborate earrings than the women did. The jewelry was made of animal bones or teeth, shells and bird claws. Some Powhatans even hung whole animals from their ears. The most daring Powhatan earrings? Live snakes!

HOW TIME

Rattlesnake, anyone? If you were Powhatan, you'd be begging for a bite! Take a look at what else a restaurant would have to put on its menu to serve truly authentic Powhatan meals.

APPETIZERS

Garden Vegetables. corn, carrots, wild potatoes, beans, squash.

Nuts. walnuts, acorns, chestnuts, hickory nuts.

Fruits. strawberries, mulberries, plums, grapes, crab apples.

STEWES OF THE DAY

Succotash, a filling beans-and-corn dish.

Deer's Head Stew, a thick mix of deer head, guts, and a splash of blood.

ENTREES

Ocean-Fresh Catches, mussels, oysters.

Wild Game, turkey or deer, often mixed with powdered corncobs.

Turtle, a Powhatan delicacy.

TODAY'S SPECIAL

Snake and Shake, rattlesnake meat served with walnut milk.

BEVERAGES

Lukewarm Water. Cornstalk Juice.



The Powhatans ate a wide variety of wild game.



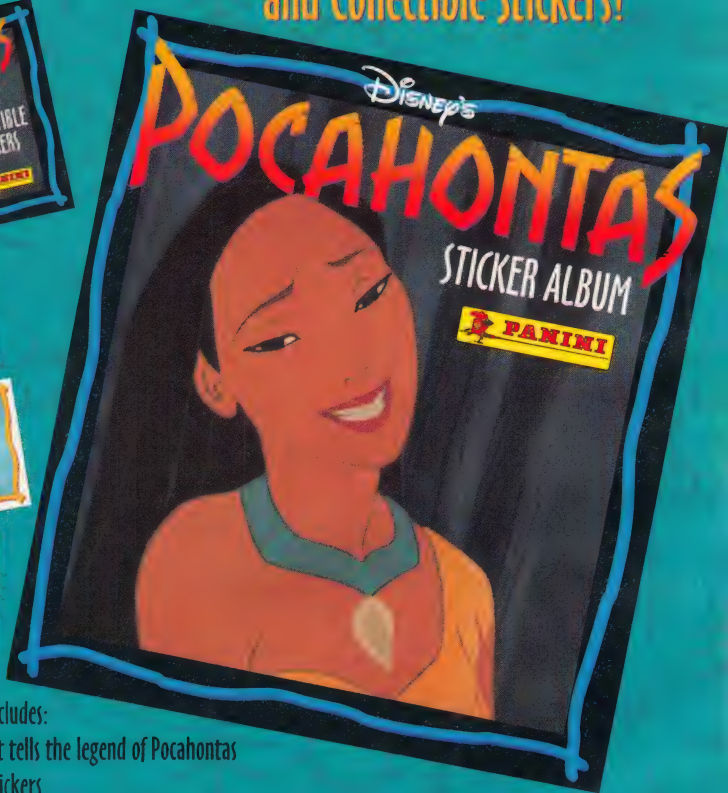
Powhatan men practiced to sharpen their hunting skills.

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CAPTAIN Adventure.

BY CHRIS LARSON

You want
exciting

adventures?

Long before
he met Pocahontas,

John Smith had

more than his share. In fact, his whole life
was one hair-raising episode after another.



Soldier or sailor? Sailor or soldier?

Sixteen-year-old John Smith knew he should be concentrating on his boring work as a merchant's apprentice, but hey, the year was 1596. Men who explored the New World were knighted once they returned home. Sir Francis Drake had sailed around the world *and* defeated the Spanish Armada. John knew he was only a peasant farmer's son, but he could still dream big. *How will I find fame and fortune?* he asked himself. *As a soldier or a sailor?*

The Battlefield Beckons

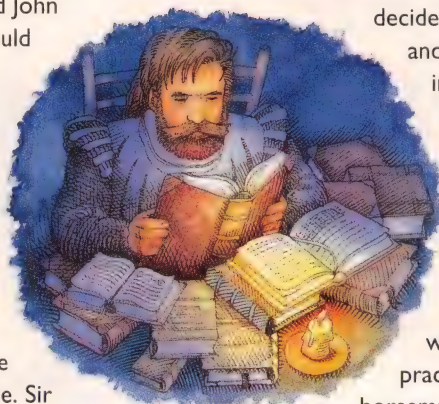
The warrior in John won out. He quit his job and sailed to Holland

where he fought with the Dutch army for freedom from Spain.

Three years later, John decided to return home and transform himself into the ultimate adventurer. He built a hut in the forest and lived there for a summer to learn how to survive in the wilderness. He practiced horsemanship and shooting. He hunted deer. And he studied the latest military inventions: fireworks and secret codes.

On the Warpath Again

All roads led to Hungary if you wanted to make a mark in the military. The Holy Roman Empire and the



Turks were in a major turf battle over that country. John set off for Hungary.

Traveling through Europe, John met four French con artists who tricked him out of his money and everything he owned. Luckily, a kind French farmer rescued him, and soon John boarded a ship headed to Italy. But the



ship's passengers hated Englishmen. They blamed John for the stormy weather and threw him overboard!

PASSPORT to ADVENTURE

Too bad ships didn't have a Frequent Sailor program back when John Smith was around. Take a look at some of the trips John made from age 16 to 26 to see what we mean:

VOYAGE

England to Holland

Holland to England

England to France

France to a desert island

Desert island to Egypt

Egypt to Italy

Italy to Hungary

WHAT HE DID WHEN HE GOT THERE

Helped the Dutch fight for independence.

Boned up on adventure and military skills.

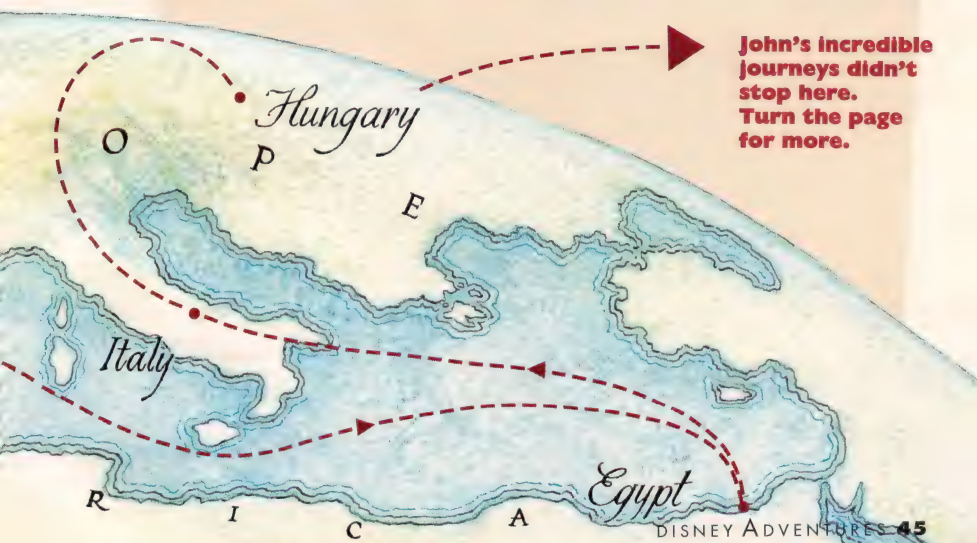
Caught a ship to Italy, en route to join the Hungarian army.

Thumbed a ride to Italy via a cargo ship bound for Egypt.

Set sail for Italy.

Traveled by land to Hungary.

Joined the Hungarian army.



John's incredible journeys didn't stop here. Turn the page for more.

Here are more of John's wild travels:

VOYAGE

Hungary to Turkey
Turkey to Russian outpost
Russian outpost to Morocco
Morocco to the Canary Islands
The Canary Islands to England
England to America

WHAT HE DID WHEN HE GOT THERE

Worked as a slave.
Had his slave collar removed.
Accidentally sailed with pirates.
Set sail for England.
Arranged to go to America.
Helped colonize Virginia.

Finding Fortune

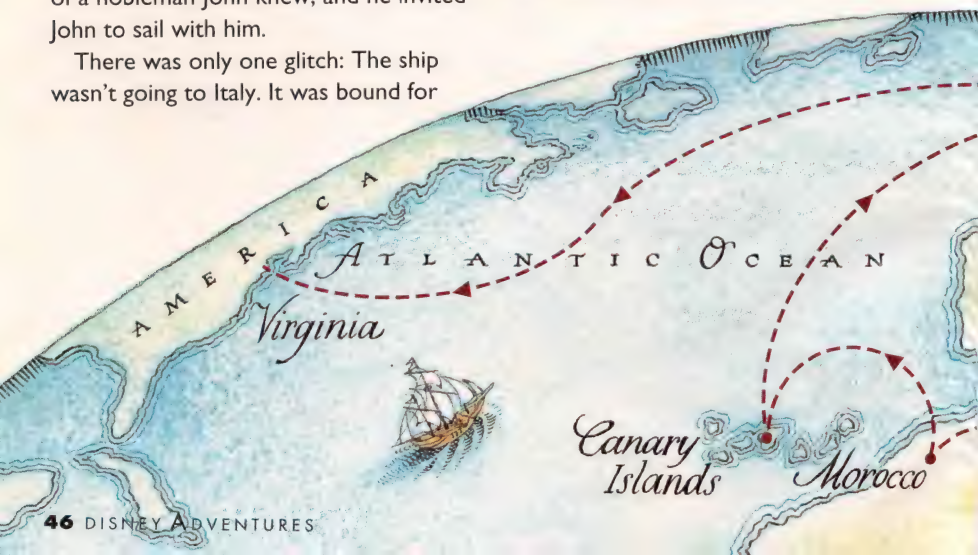
Kick, kick, stroke.
Kick, kick, stroke. John made it to a desert island. The next day, a passing ship rescued him. The ship's captain turned out to be a friend of a nobleman John knew, and he invited John to sail with him.

There was only one glitch: The ship wasn't going to Italy. It was bound for



Egypt! John stayed aboard anyway.

En route to Egypt, an enemy vessel attacked the ship. John fought bravely. As a reward for his courage, the captain gave him money and some of the defeated ship's valuable cargo. John took the treasure and made a beeline for Hungary.



War Games

Finally, John was standing eye to eye with a Hungarian, Lord Ebersbaught. John told him about his military studies and detailed a new way to send messages (see Torch Talk, page 49). The impressed lord enlisted John in his army, and the adventurer proved to be a skilled soldier.

Then John's luck ran out. After one battle, the Turks imprisoned him and sold him as a slave.

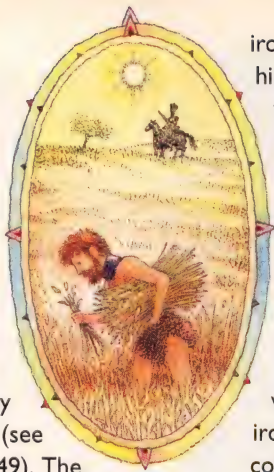
Slave Days

The cruel Bashaw of Nalbrits ended up being John's master. He fastened an

iron ring around John's neck and beat him. One day when John was working in a wheat field, the Bashaw started whipping him. John snapped. In a rage, he murdered his master, stole the dead man's clothes, and escaped on his horse. For 16 days, he traveled at night and slept during the day, until he arrived at a small Russian outpost, where his iron slave collar was removed. John was free at last.

Shiver My Timbers!

Ah, freedom! John headed for Morocco, where he met a man named Captain Merham, who entertained John aboard his ship. Realizing it was





too late to go ashore, John bunked for a night aboard ship. A terrible storm blew in that night, and the ship was forced to sail to safer waters.

By the time the storm ended, the ship was in the Canary Islands. Then Captain Merham attacked a small ship and stole its cargo of wine, and John realized just who his shipmates were. Pirates! Two Spanish warships soon attacked the pirate ship. John couldn't escape until the badly damaged vessel limped into a Moroccan port for repairs.

On to America

Believe it or not, John had finally had enough European adventure. He set his sights on exploring uncharted territory in the New World. Back in England, he talked some influential friends into hiring him for their next exploring venture to Virginia. Soon, he set sail.

During the four months it took to cross the Atlantic, John was arrested for planning a mutiny. Eventually he cleared his name and became a leader of the Jamestown colony—and met Pocahontas. In the end, it was as a soldier *and* a sailor that Smith won the fame game.



AmmoAce

During John Smith's time, soldiers fought with muskets. Here are a couple of other devices they used in battle:

The Fiery Dragon This bomb was created by stuffing 50 clay pots with gunpowder, bullets, pitch, and waxed

cloth that detonated shortly after being lit. Before the pots exploded, they were put in slingshots and catapulted at the enemy. (Obviously, you should not try this at home.)

Phantom Fighters How do you turn a few hundred soldiers into an army of thousands? Simple. Wait till dark, fasten fireworks to each soldier's lance, light the fuses, and attack. When Smith's army did this, it looked like 3,000 soldiers were firing guns. Now *that's* a fake out!

TorchTalk

Call it T-Mail. In John Smith's era, sending secret messages by torchlight was considered high tech. Here's how it worked:

The letters A to L were signaled by flashing a single torch the same number of times as the letter's ranking in the alphabet. One flash for the first letter of the alphabet, A; two flashes for B; and so on. For the letters M through Z, the message-sender flashed two torches—once for M, twice for N, etc. The sender flashed *three* lights at once to signal the end of a word. Clever, huh?

John Smith's commander thought so. One time, about 20,000 Turkish soldiers trapped Lord Ebersbaught's troops in a city. John, stationed in a nearby regiment, climbed a hill, set up three torches, and signaled this message to the general:

O-N T-H-U-R-S-D-A-Y N-I-G-H-T I W-I-L-L C-H-A-R-G-E O-N
T-H-E E-A-S-T. A-T T-H-E A-L-A-R-M, A-T-T-A-C-K.

The Turks were defeated, thanks to T-Mail! John was a hero, and promoted to captain in charge of 250 horsemen.

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Disney
Adventures

COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

We're turning the Zone over to **Pocahontas** this month with the first part of the official comics adaptation.

Here's some info on the creators: Writer **Bob Foster** wrote

the Donald Duck comic strip for many years, so he's an expert on ducks.

He even knows how to tell Huey, Dewey and Louie apart. Artist **Dan**

Spiegle has drawn characters ranging from Scooby Doo to Indiana Jones.

I asked him what kind of story is his favorite to draw. He said, "Adventure!"

Guess he fits right in around here.

POCAHONTAS

Part I.....PAGE **52**

Look for Part 2 in our next issue!

Let me know what you think.

Write to me:

Heidi MacDonald
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011-5690
E-Mail:
ComixAce@AOL.COM

ADVENTURE ON!

Heidi



Disney's POCAHONTAS

PART ONE

Port of London
1607

FOR GLORY, GOD,
AND GOLD, SETTLERS
AND SAILORS OF THE
VIRGINIA COMPANY
PREPARE TO EMBARK
ON A JOURNEY TO THE
NEW WORLD ABOARD
THE SUSAN CONSTANT.

HEY, LOOK!
ISN'T THAT JOHN
SMITH?

THAT'S
HIM, ALL
RIGHT.

CAPTAIN
JOHN SMITH?

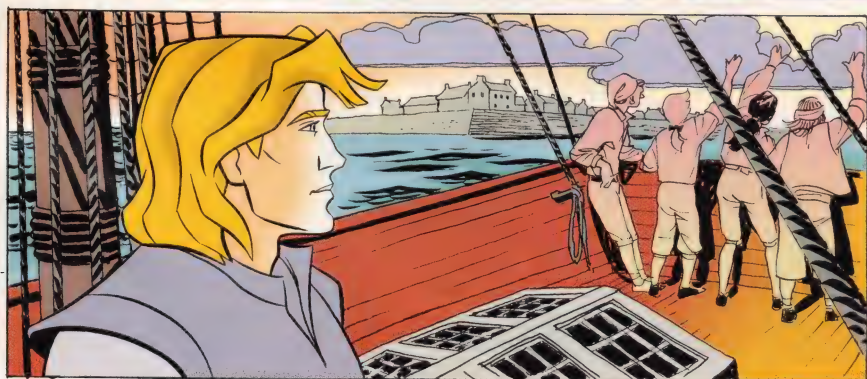
I'VE HEARD
SOME AMAZING
STORIES ABOUT
HIM.

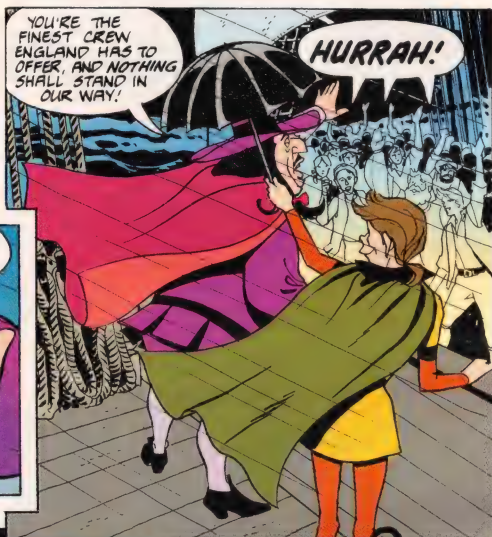
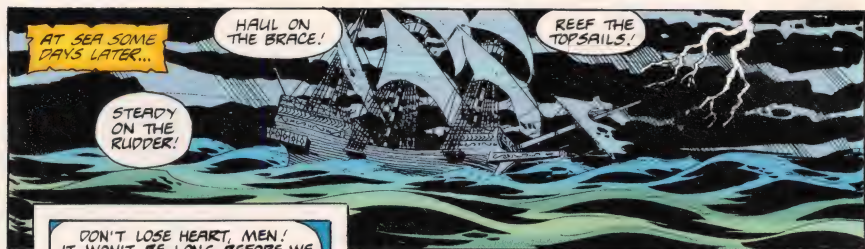
ARE YOU
COMIN' ON THIS
VOYAGE, TOO,
SMITH?

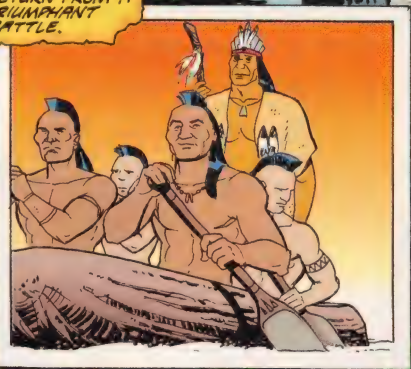
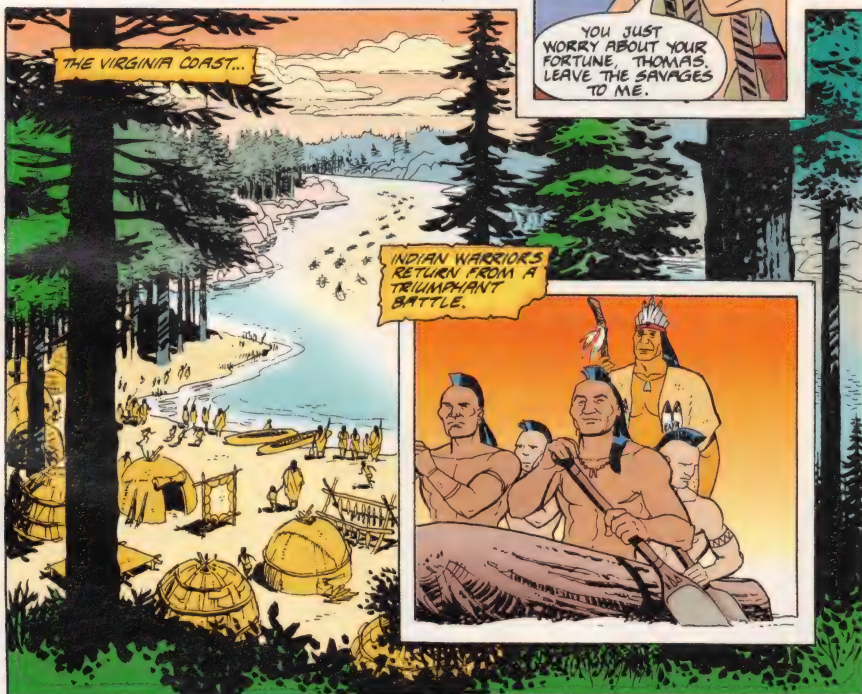
COURSE HE IS.
YOU CAN'T FIGHT
THE INDIANS WITHOUT
JOHN SMITH.

THAT'S RIGHT.
I'M NOT ABOUT TO
LET YOU BOYS HAVE
ALL THE FUN.

Writer: Bob Foster Artist: Dan Spiggle Lettering: Carrie Spiggle Coloring: Susan Daigle-Leach









GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.

#1: Hammer



#2: Karate



HOW TO



BREAK IT

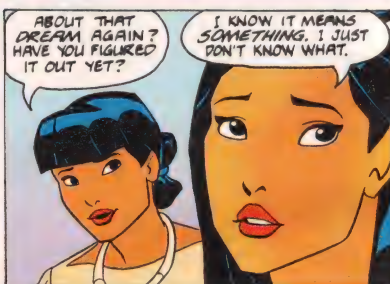
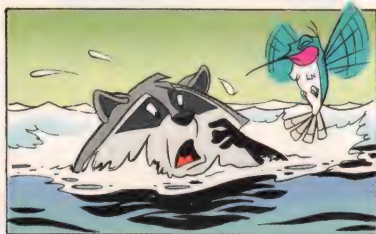


#3: Steamroller



#4: You

GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.



BACK AT THE VILLAGE...



LISTEN, MY FRIENDS!

OUR WARRIORS
FOUGHT WITH COURAGE,
BUT NONE AS BRAVELY
AS KOCOLIM.



TONIGHT WE
WILL FEAST IN
HIS HONOR.



HE'S SO
HANDSOME.

I ESPECIALLY
LOVE THE SMILE.



MY
DAUGHTER.

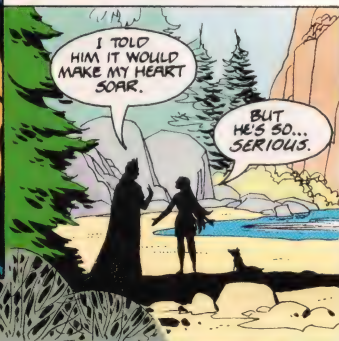
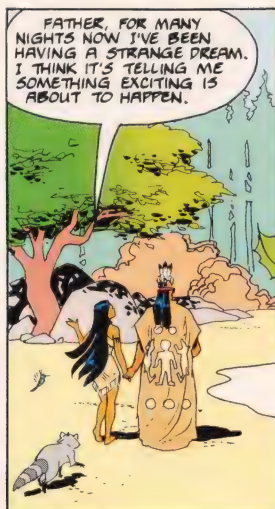
FATHER!



SEEING
YOU GIVES ME
GREAT JOY.

COME WITH
ME. I WANT TO
HEAR EVERY-
THING YOU'VE
BEEN DOING.











Now bring the magic of the Pocahontas movie into your home with Disney's Pocahontas Game.

You'll love playing the beautiful Indian Princess Pocahontas, as she bravely adventures through the enchanting 3 dimensional Powhatan Indian Village. Your amazing journey will take you past wonderful places like the magical waterfall and Grandmother Willow, just like the movie! The first player to collect their tokens and lead Captain John Smith back to his boat wins! It's all the fun of the Disney movie come to life...it's Disney's Pocahontas Game, from Milton Bradley.

MB®
MiltonBradley



AND LATELY I'VE BEEN HAVING THIS DREAM.

OOOOH, A DREAM! LET'S HEAR ALL ABOUT IT.

WELL, I'M RUNNING THROUGH THE WOODS, AND THEN, RIGHT THERE IN FRONT OF ME, IS AN ARROW.

AS I LOOK AT IT, IT STARTS TO SPIN. IT SPINS FASTER AND FASTER, UNTIL...

...SUDDENLY, IT STOPS!

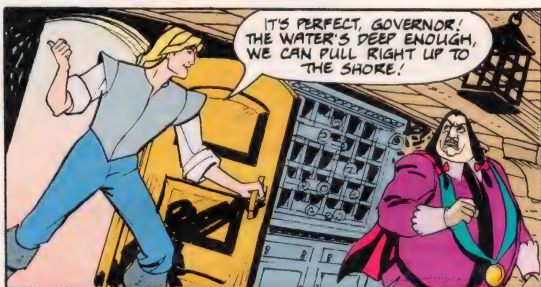
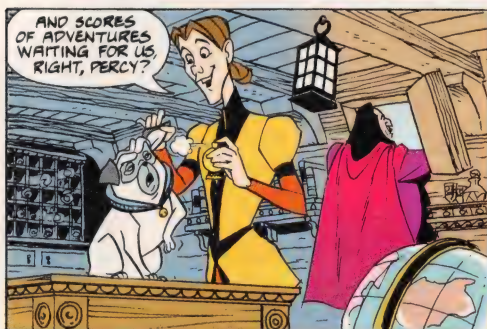
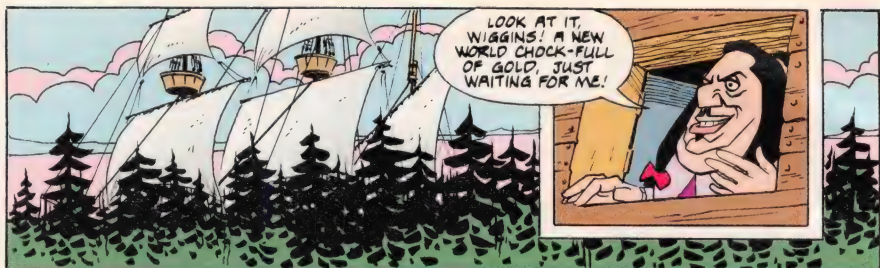
H/MMM...IT SEEMS TO ME THIS ARROW IS POINTING YOU DOWN YOUR PATH.

BUT GRANDMOTHER WILLOW, WHAT IS MY PATH?

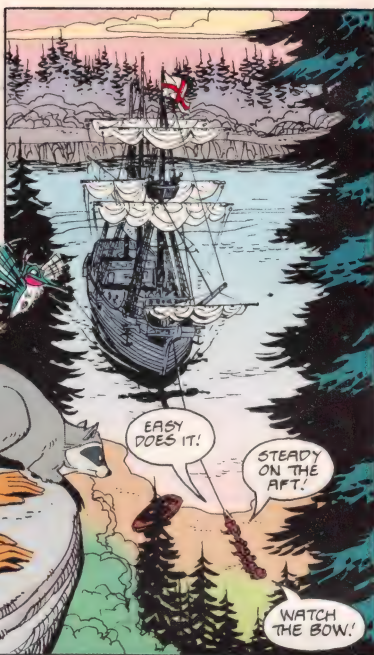
YOUR MOTHER ASKED ME THE VERY SAME QUESTION.

SHE DID? WHAT DID YOU TELL HER?









Disney's POCAHONTAS



Rug Measures 17" x 29" Made of 100% Washable Polyester

Decorate your bedroom or bathroom with Couristan's colorful rug featuring POCAHONTAS and her friend, Flit. It's part of the Rug Mates collection of machine washable, non-skid rugs.

Call 1-800 WE LUV RUGS, (935-8878) extension 529 to find out where you can buy the POCAHONTAS rug and other Rug Mates designs that feature your favorite Disney friends.



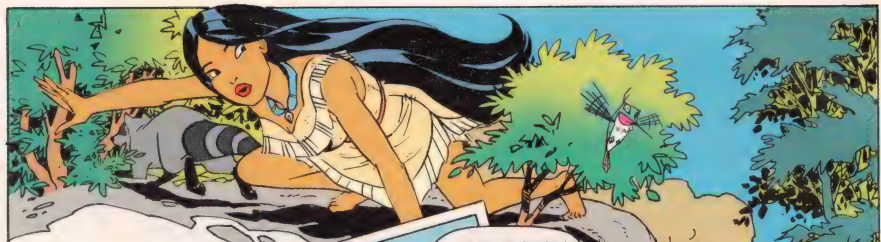
COURISTAN®

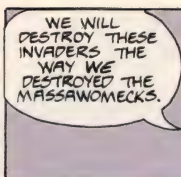
The foundation of any great room.

Two Executive Drive, Fort Lee, New Jersey 07024

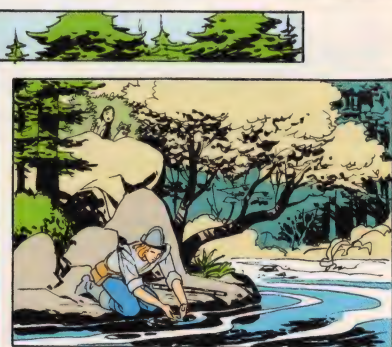
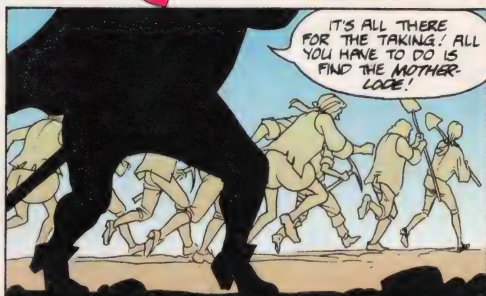
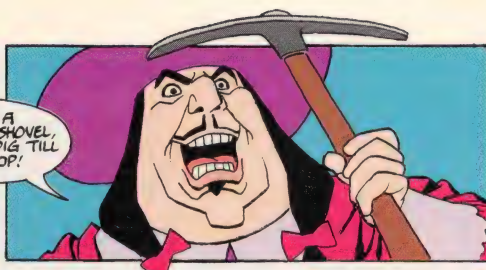


©Disney





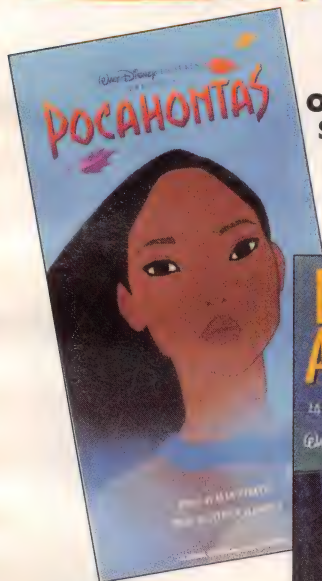






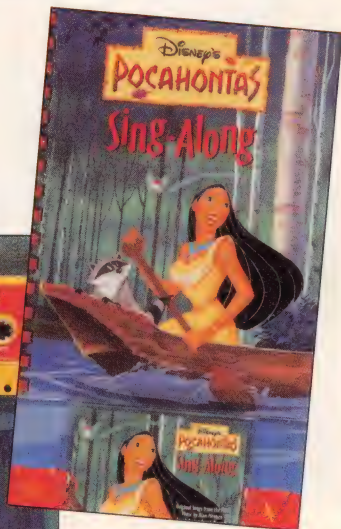
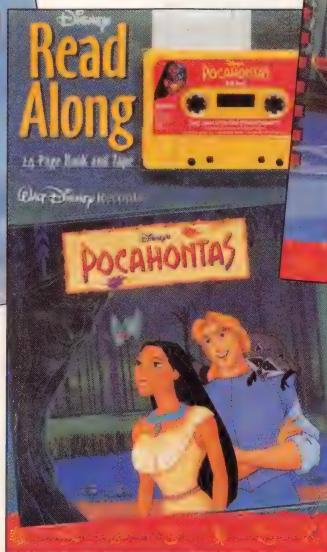


Collect the Entire POCAHONTAS Audio Series



**Storybook
& Tape
Read-Along**

**Original
Soundtrack**



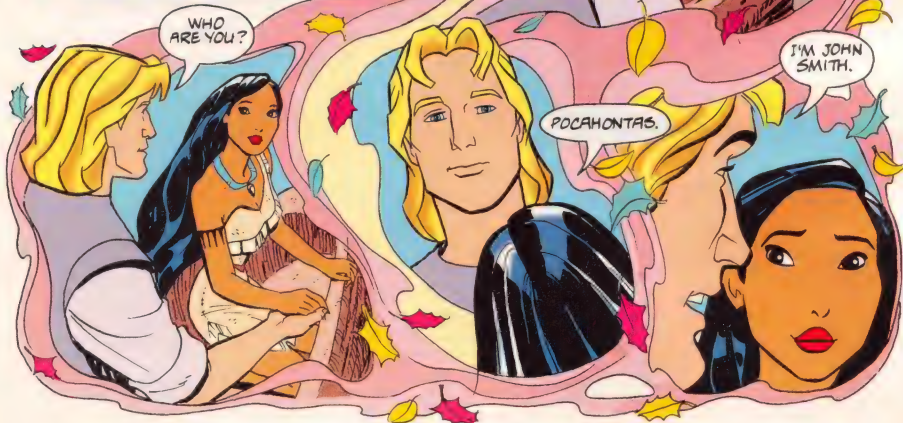
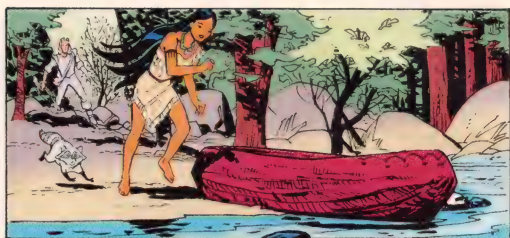
**Song Book &
Tape Sing-Along**



From
WALT DISNEY Records

Available wherever music, toys & books are sold.

© Disney



BACK AT JAMESTOWN...



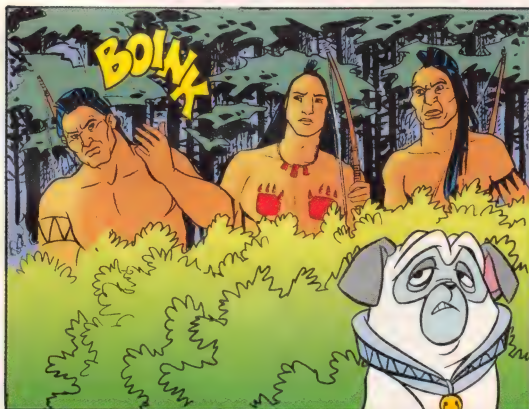
THERE'S THIRTY MORE OF THEM DOWN BY THE RIDGE.

THAT MAKES MORE THAN A HUNDRED.



ANYTHING YET?

NOTHING BUT ROCKS AND DIRT, SIR.







WHERE'S THAT BLASTED SMITH WHEN I NEED HIM?



TO BE CONTINUED...



Sees Behind Trees

Editor's Note: *In her 1989 book, The Powhatan Indians of Virginia, historian Helen C. Rountree reports many intriguing facts about Pocahontas' tribe.*

For example, boys were first taught archery by their mothers, and the leaders of the Powhatan people, or werowances, could be

either men or women. Michael Dorris,

author of two novels for young people

(Morning Girl and Guests), used that

information to imagine this story about a

boy who, if he were living today, would

have to wear glasses.

BY
M i c h a e l
D o r r i s

Try harder. Track it with your eye before you shoot."

My mother's voice was anxious and it snapped in my ear as loudly as the string of my bow.

"Track what?" I asked for the third time this morning. Before me all I could see was the familiar blur of green and blue that meant I was outside in the forest on a sunny day. Then, by squinting, I could sense an unusual movement coming toward me. Gradually the movement turned into my approaching mother. When she was close enough for me to touch, I could tell from her face that she was worried.

"This," she said, shaking the clump of moss that she held in one hand. In the

other were the four arrows I had already shot, which she returned to me and dropped at my feet. "When I throw the moss in the air, imagine its flight and then aim where you think it will be by the time your arrow meets it. It's not so hard, and every boy must learn how to do it before he can become a man."

A rumbling noise came from my stomach and my mother smiled her I've-got-an-idea smile. "Think of the moss as your breakfast," she suggested. "Imagine it is a corncake, hot from the ashes, soooo delicious."

I could almost taste it on my tongue, feel its crunch as I bit down, smell the sweet fullness it would bring.

"Couldn't I eat first, just this once," I pleaded. "I'm sure I could find the moss in the sky if I weren't so hungry."

For a moment I thought my mother would give in, and I leaned toward her, blinked as though a steaming golden-brown corncake would appear in her hand to replace the straggly plant. But all that changed was my mother's expression.

"Walnut." My name in her mouth was tired, pounded into flour. "You know the rule: You must find the target before breakfast can find you."

I nodded, knowing I wouldn't eat for a long time. We had arrived at this problem every morning since, three days ago, my mother had decided it was time for her to teach me how to use a bow and arrow. I had never once succeeded, and I knew that sooner or later she would give up,

make some excuse, and feed me. But it would not be soon.

"Maybe if you made your eyes smaller?" My mother encouraged me by bringing her cheeks so close to her forehead that she looked like a dried onion, and I made the mistake of laughing.

"Today . . ." my mother said as she picked up an arrow from the ground and held it out for me to take. She walked back toward the place where she threw the moss into the air. "Today, we will *not* surrender." Before I could object she had disappeared again into that mist of color and noise that surrounded me like the roof and walls of a very small house.

"Now!" I quickly pointed my arrow high above the place where her voice came from, and released it.

"Better," she called. "The sunlight must have confused you. Try again."

There were many *other* things I could do, I told myself when finally, with not even one victory, we came home. I could make a whistle from a stiff reed using only the sharp edge of a clamshell. I could sing a song after hearing it just one time. I could find wild strawberries by closing my eyes and following the direction of my nose. I could hear my father's footsteps before anyone else. "He's back," I would inform my brothers and sisters, giving them longer to stop playing and compose themselves. So why couldn't I shoot?

"Is there some trick to it?" I asked



my mother's brother, Brings the Deer, one evening as we were sitting in front of our longhouse watching fireflies. He was the best archer in our whole family, so he should know.

"Practice is the only trick," my uncle said, sounding more like my father than himself. Usually, since he was younger than my mother and didn't yet have any children of his own, he was less serious.

"It's been days and days, and I'm no better."

"Maybe . . ." Brings the Deer's tone was gentler, more understanding. "Maybe your bowstring is not tight

enough?" He reached over to where it rested by my leg and tested it. "No, it seems all right. Maybe you're closing your eyes at the last moment before you shoot? I did that myself when I first started."

I shook my head.

"Maybe. . . . How many fingers am I holding up?"

I tipped my head. The dusky light was dim, but I could still see my own hands, balled into fists. "Fingers?"

"How many?"

I couldn't tell how many arms he was holding up, much less fingers.

"Three?" I guessed.

"How many now?"

"Two?"

"Now?"

"Five?"

There was a silence. "Walnut, I was holding up no fingers at all."

"I knew that," I said, though it wasn't true. "I was making a joke."

But Brings the Deer didn't laugh.

The next morning when my mother woke me for shooting practice, we

to know.

"Shhh," she said. "Describe this place to me."

"But I've never been here before and I can't see."

"Shhh," she said again. "Look with your ears."

At first, there was nothing to hear—just . . . forest. But the longer we didn't talk, the more separate parts announced themselves: the hum

of a brook just behind me, and farther beyond that, the rush of a river. The buzz of a beehive on a tree not far over to my right. The beat of a hummingbird's wings as it dove in and out of a cluster of . . . what was that smell? . . . roses, near where my mother—who, I could tell, had just oiled her hair this morning—sat.

"Don't move," I said as I heard her prepare to shift her weight. "It's only a

hummingbird."

"What's only a . . . ? . . . Oh," she whispered. "How beautiful. What else do you see, Walnut?"

So I told her, and there were so many things that it took all morning. And the amazing thing was, I completely forgot to be hungry for breakfast. From that day on, instead of shooting arrows we went each dawn



went to a new part of the forest. That was only the first odd thing.

"Put down your bow and sit on this rock," my mother said, patting a large, flat stone at the base of a pine tree. Then, from her sack she brought out a tightly woven sash, placed it over my eyes and tied it with a length of grapevine.

"What are you doing?" I wanted

to a new spot and stayed until I had surprised my mother at least four times by what I could see but she could not.

At the end of the summer there was always held a great feast at which boys my age had to prove they were ready to be grown up by their accurate shooting.

"I'm not going," I told Brings the Deer. We were lying on our backs on the bank of a pond, waiting for fish to swim into our net. "You said I had to practice, and I have not practiced. Instead, I played games with my mother."

"So she's told me," he said.

"My father would be ashamed."

"Have you asked him?"

"No, but . . . he's coming now."

Brings the Deer stood up and looked all around. "Where?"

"On the other side," I told him, just as my father called our names.

"Walnut? Brings the Deer? Where are you?"

"I see him now," said my uncle.

"Over here," he yelled.

While we waited for my father to make his way over to us, Brings the Deer sat next to me and shook his head. "It's amazing," he laughed. "My sister did not exaggerate."

Before I could say anything, my father burst from the rest of the colors around us and sat down on my stomach.

"Ah," he sighed, and stretched his arms. "A dry, comfortable seat at last."

"I can't breathe!" I tried to shove him off me, but he was too heavy.

"How very strange," my father said to Brings the Deer. "I thought I heard my son speak from inside my body."

"Yes," Brings the Deer replied. "It's what a bird must feel when she sits on her nest after the chicks hatch."

"I am sinking into the mud," I muttered, and poked my father beneath his ribs with my finger. Why was he being so playful, as if I were still a very little boy?

"What's this? What's this?" he cried, cocking his head and jumping up.

"Walnut, what are you doing down there? Come home quickly. The contests are going to start early."

"Father . . ." I began. How I hated to embarrass him.

"No time for talking. This year there is going to be an extra trial, *much* harder."

"Harder than hitting a target?" I might as well stay in the mud.

When we got close I could see that boys were already waiting in the clearing where ball games were played. Each one had his bow and quiver of arrows, and though everyone looked nervous, no one looked half as unhappy as I felt.

Brings the Deer gave my arm a squeeze, and then went over to join the crowd of adults and small children watching nearby. I was sure my mother must be among them. I wondered what she was thinking. When people learned she hadn't

taught me how to shoot, they might criticize her. Ay-yah-yah!

The werowance, our most important person, raised her hands for quiet, and when everyone was still, she spoke.

"Sometimes," she said, "the people need someone to do the impossible. As necessary as hunting is, as necessary as growing and harvesting plants, sometimes we need even more than those tasks can provide. We need someone with the ability to see what can't be seen."

All the boys around me looked at each other. "How can they expect us to do *that*?" they seemed to ask. "Isn't it enough that our mothers have taught us how to shoot moss from the sky?"

"So," the werowance went on, "the first test will be for . . ."

I missed what she said because something fell at my feet. I looked down—it was the sash and a length of grapevine. My mother must have tossed it.

"See behind trees?!" The boy next to me repeated the werowance's words and looked toward the forest uncertainly.

But I knew what to do. I tied the sash around my eyes and remained very still. The wind made fingers through the trees and I used them to feel my way in each direction. My mind flew the way a hawk must fly, skimming over all that was ordinary, alert for a dart of something out of place. I paid no attention to the rustle of leaves or the rain of a waterfall.



Those expected sounds—those sounds I knew from all my morning games with my mother—I put to one side, and waited.

What was that? A dead branch snapped. A rock, slightly closer, tumbled down a hill. A breath was drawn in.

"Who will take the test?" The werowance interrupted my ears. "You," she said, and a boy near me tried, without much hope. "I see a raccoon. He is asleep in the bough of a tree."

"You," she said. Another voice, no more confident, answered, "I see a . . . spiderweb, strung on the brambles of a mulberry bush."

"Now you," she said, but this time there was no reply. "You. Walnut."

I thought so hard that my head felt tight between my ears. I was afraid to make a mistake in front of so many people, but then I pretended it was my mother asking the question, curious and interested as she had been every



morning. With her, it seemed, I could not hear an impossible sight.

"A man is coming from the south," I said. "He is large, heavy, with a limp. He is not young, for he must breathe hard to climb. He is . . ." I stopped talking, shut my eyes even behind my blindfold, and concentrated. There was no mistaking it. "He is laughing!"

I heard people turning to look behind me, whispering among themselves. I could almost *feel* them looking to see if I was right. The forest there was dense, the paths overgrown and winding.

"There!" It was Brings the Deer's voice, loud above the rest. "It's Gray Fire!"

The werowance's husband! He had been given his name because he was the quietest warrior, the one who could pass through another village like smoke, scout it out without ever getting caught.

Strong hands untied the vine that bound the sash around my eyes.

My father's hands. They lingered for just an instant on my hair. I'm sure no one else but me noticed.

"This part of the contest is over," the werowance announced. "Every boy who did not pass must now prove himself with a bow in order to earn the right to his grown-up name."

"And what of the boy who passed?" my mother called out from where she stood. "What about my Walnut?"

"When a boy passes the test he is no longer a boy," the werowance answered. "He no longer has a boy's name."

Everyone stopped what they were doing to hear what she would say next. I turned the sash in my hand, the sash my mother wove. It was soft to the touch, as if it had been made from silky moss.

"Sees Behind Trees," the werowance pronounced, "is now a young man."

T h e E n d

Card Shark

Circle the date: On June 23, Pocahontas opens in movie theaters—and that's also a big day for card collectors: SkyBox's Pocahontas trading cards hit the stores the very same day. The set consists of 90 cards and a bunch of supercool randomly inserted bonus cards.

Super Subsets

In addition to 54 cards that tell the movie's story, the set features four subsets: a nine-card puzzle, 12 character cards, four cards with words of wisdom from Grandmother Willow, and nine cards spotlighting the conflict between the settlers and the Powhatans.

Pop-Out and 3-D Cards!

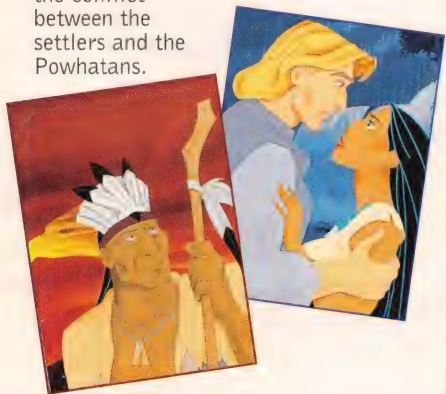
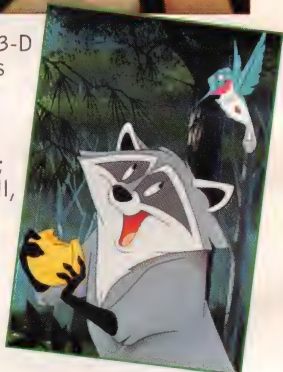
One of SkyBox's pop-out cards makes an appearance in every pack; you can collect all 12. But the hottest collectibles in the set are three different kinds of randomly inserted bonus cards. Here's

the lineup: five 3-D Panorama cards that combine to tell a story; five metallic, foil-embossed cards; and, rarest of all, two Moving Animation cards. These each show 12 images when you move them around.

Cool Collector's Set

For the serious Disney card collector, SkyBox is also producing a

special 50-card, oversize, limited-edition Pocahontas Collector's Set with a different design and totally different images.



Above: Pocahontas. Far left: Chief Powhatan. Left: Pocahontas and John Smith. Right: Meeko and Flit.

What cards do you collect? Write to Card Shark, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011-5690



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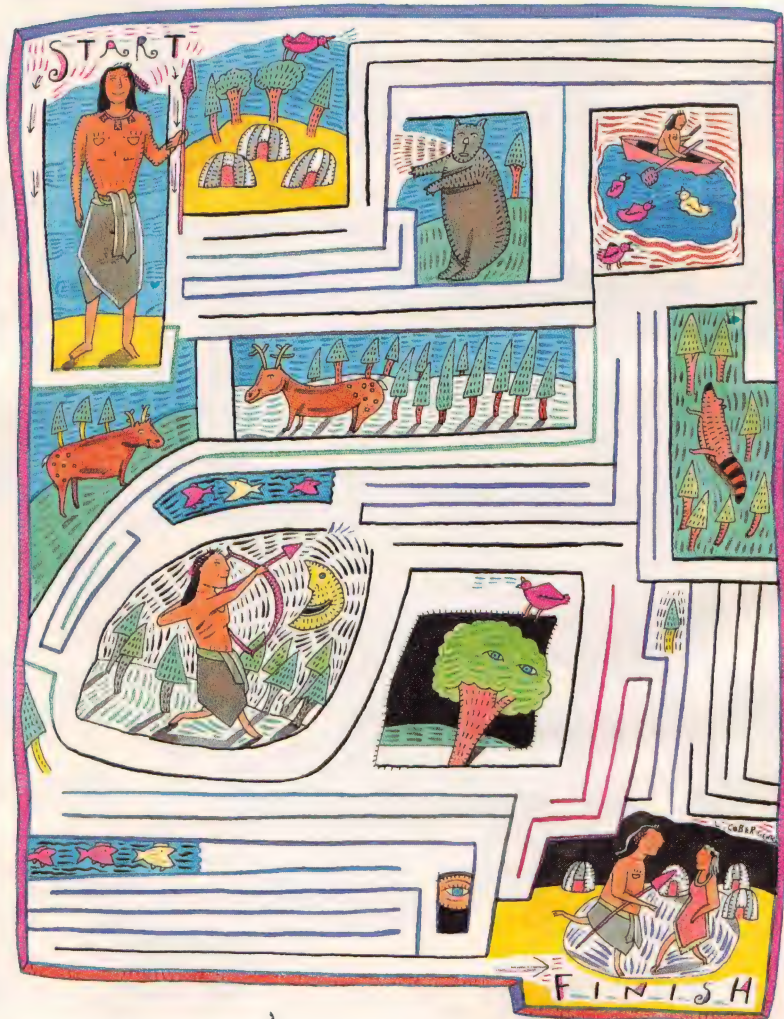
Ask
for
TOM

puzzles

lost and
found

.....● use your brain!.....

Nantaquaus has been out hunting all day, and now he's lost in the woods. Can you help him find his way back to the village before nightfall?



POCAHONTAS

Sweepstakes



Listen with your heart; you will understand... that you have a chance to win some ultracool Pocahontas prizes!

The **Grand Prize** winner will receive the original Pocahontas art created especially for the cover of this issue of D.A.

Ten (10) **First Prize** winners will each receive a Pocahontas movie poster.

Twenty-five (25) **Second Prize** winners will each receive a copy of Pocahontas: An Animated Flip Book from Hyperion Books for Children. Turn the page to find the entry form.

ENTRY FORM

Fill in this entry blank and put it in the mail by July 17, 1995. Promotion runs from June 20, 1995 to July 17, 1995.

Name

Address

City State Zip Code

Phone Number (.....)

Birth Date: Month Day Year

Mail to: DISNEY ADVENTURES/Pocahontas Sweepstakes

P.O. Box 862

New York, NY 10113-0862

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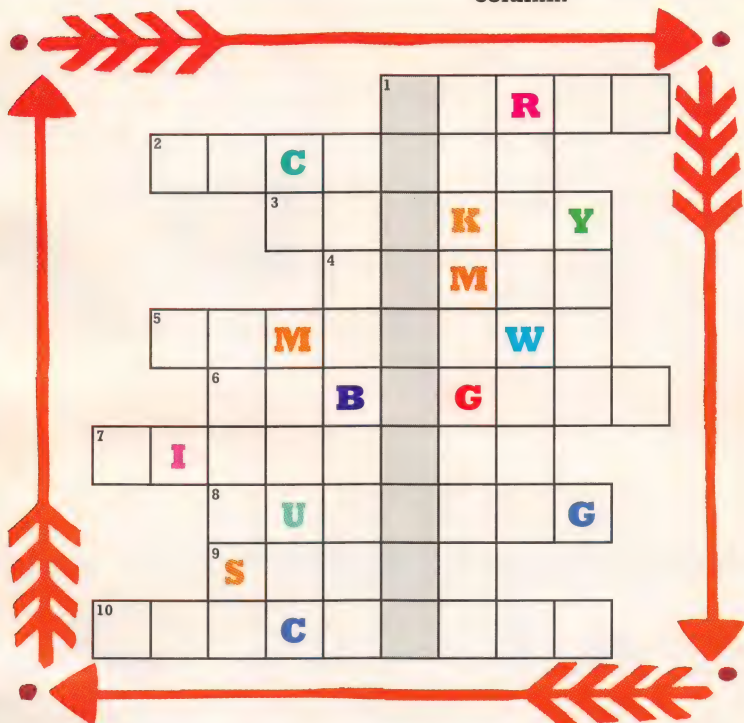
POCAHONTAS SWEEPSTAKES OFFICIAL RULES

No Purchase Necessary. Must be ages 7-14 to enter.

1. On an official entry form or on a plain piece of 3" x 5" paper, hand print your complete name, address (including zip code), birth date and daytime telephone number (including area code).
2. Mail your completed entry to DISNEY ADVENTURES/Pocahontas Sweepstakes, P.O. Box 862, New York, NY 10113-0862. Entries must be postmarked by July 17, 1995. Not responsible for lost, late or misdirected mail. Enter as often as you wish; limit one entry per envelope. No mechanically reproduced entries permitted. Entries become the property of Disney Magazine Publishing, Inc. and will not be returned.
3. Winners will be selected in a random drawing on or about July 24, 1995, from all eligible entries received.
4. Sweepstakes open to residents of the U.S. who, as of July 17, 1995, are ages 7-14. Employees of Disney Magazine Publishing, Inc., its parent and affiliated companies, its advertising and promotion agencies, and the families of each are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received.
5. Prize winners will be notified by mail. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prize permitted. All federal, state and local taxes on prizes are the sole responsibility of winner's parent/legal guardian. Tennessee residents excepted. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded.
6. **GRAND PRIZE:** (1) The original art created for the cover of the special Pocahontas issue of DISNEY ADVENTURES (approx. retail value: \$2,000). **FIRST PRIZES:** (10) Pocahontas movie poster (approx. retail value \$15). **SECOND PRIZES:** (25) Pocahontas: An Animated Flip Book from Hyperion Books for Children (approx. retail value of each book: \$3.95).
7. For the names of winners, available after July 24, 1995, send a self-addressed, stamped envelope to DISNEY ADVENTURES/Pocahontas Sweepstakes Winner, 114 Fifth Avenue, New York, NY 10011. Washington and Vermont residents may omit postage. Promotion runs from June 20, 1995 to July 17, 1995.

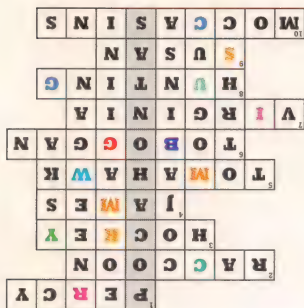
think like a powhatan ●.....

Seems like everyone's talking about the Powhatan maiden whose name means "mischievous one." Solve the riddles that appear in the numbered rows across, and her name will be spelled out in the shaded column.



1. Name John Ratcliffe's pug-nosed pal in the movie *Pocahontas*.
2. This critter looks like a bandit. In the movie, his name is Meeko.
3. Real-life Powhatan stickball was kind of like ____ without ice.
4. The name the settlers gave to the river near which Pocahontas lived.
5. An ax, as a Powhatan would call it.
6. A Powhatan word that means "sled."
7. Present-day state where Pocahontas lived.
8. "Grocery shopping," Powhatan-style.
9. The name of John Smith's ship was *The ____ Constant*.
10. If you were to walk in Chief Powhatan's shoes, you'd be wearing ____.

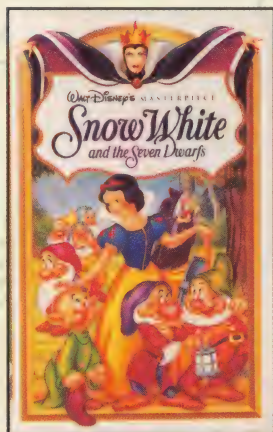
Answers



THINK LIKE A
POWHATAN

LOST AND
FOUND

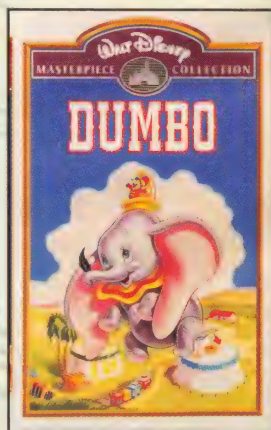
Collect both of these super videos!



SNOW WHITE

Bet you can't guess all seven dwarfs names! Which one is Happy? Dopey? To learn the rest, get Disney's **Snow White and the Seven Dwarfs**.

And pick up **Dumbo** too. Because, you haven't seen anything until you've seen your favorite elephant fly!



DUMBO

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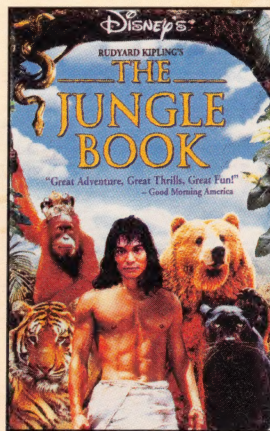
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**Angels in the
Outfield**

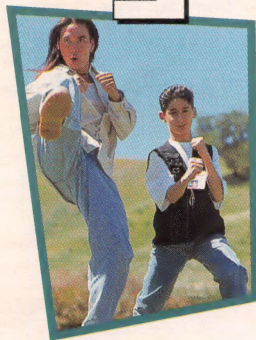
Have a ball this summer! Cause there's screwballs in the dugout, fast balls in the infield and **Angels in the Outfield** — now on video!

Plus, see how real jungle adventures come to life as Mowgli, King Louis, and the rest of his animal friends go wild in Disney's all-new adventure, **The Jungle Book!**



The Jungle Book

see
you next month!



A **D.A.**
junior
reporter
and I took
the **White
Ranger**



Magic is
awesome—the
collectible card
game, that is!

D.A. has the

latest scoop on

Magic: The Gathering.

All this and more in our
next issue! *Phyl*

to lunch, and we got the scoop on the new Power Rangers movie!

Liz

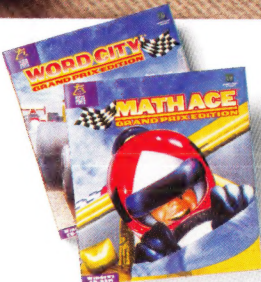
**Check out the exciting conclusion
to our POCAHONTAS comic!**

Heidi



**What are you
doing in there?**

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